**Peer Review**

**Project Reviewed: Jensen, T. “Stressed Out? Don’t Be”**

**Reviewer: Karen Hushek**

Audience: This is one of your main strengths. You very clearly targeted stressed-out people and gave evidence that playing video games is one way to eliminate stress. You offered two different studies that both concluded video games are a great way to deal with stress such as, “88% of participants experienced stress relief from playing games”.

Suggestion for improvement: I think you target audience should be even more specific. Rather than just people in general, perhaps target only college students. You are a member of this group so it would have relevance for you. In your conclusion you did mention students, “The benefits of play allow students to focus on something else to tune out stress …”. However, in the rest of the pamphlet you refer to just people as a whole.

Presentation of Thesis: I didn’t get a clear understanding of what is causing stress in the people’s lives that you are surveying. I don’t know what the cause/effect claim is.

Suggestion for improvement: State a specific cause of stress (schoolwork) and the develop the effects of stress (like the guy in one of your images) before you present a solution (video games).

Development of position: With the results of the studies that you presented, you provided sufficient evidence to support your claim that video games reduce stress. You also gave evidence of your personal belief that video games reduce stress – “It’s almost like a mental reset button”.

Suggestion for improvement: I think you went a little astray with the mention of escape rooms. As you said, these are not video games and your pamphlet title is how video games can help eliminate stress. In my opinion it would be best to stick with just an analysis of video games.

Development of rebuttal: The counter argument that you presented was that some may think video games cause increased aggression and lead to violence. You wrote that there are countless studies that have proven there is no correlation between games and violence without presenting any real evidence of these claims.

Suggestion for improvement: Back up your claim with evidence. If you are going to mention this study, you need to present specific findings of this study (I realize it is hard to cram everything into a pamphlet format). Besides, your focus is stress, not violence. Maybe the cause of stress for college students is playing too many video games and not getting their work done in a timely manner.

Conclusion: Your conclusion is clearly stated as, “The benefits of play allow students to focus on something else to tune out stress and that video games can teach people how to handle stress in the future”.

Suggestion for improvement: Make your conclusion be its own paragraph so that it will stand out better and leave the reader with a final impression of your claim. Needs to be re-worded to be more impactful and grammatically correct.

Integrating Sources: You incorporated your sources appropriately in the form of summaries of the studies that you cited.

Conventions: I didn’t notice any spelling errors, but I think that the flow of your sentences and the transitions from one point to another could be smoother.

Multimodal Component: The presentment of your thesis in the form of a pamphlet is another of the strengths of your project. The visuals were very well chosen and integrated into the text logically. The charts were a nice touch to outline the results of your survey. They were very easy to understand.

Suggestion for improvement: Since your pamphlet is designed in a columnar format, I would justify the text evenly between the margins of each column. This would make each column the same size and perhaps more eye appealing.

Multimodal Analysis: You did a great job in explaining the sources of your rhetorical appeals and the relevance and reliance of your sources. It was interesting to read how you hope to put your new multimodal techniques to use. Sounds like you have a plan to write scripts and getting you work out there using YouTube. Good luck with these future pursuits – you’re off to a great start.

Thanks for sharing your draft with me. I enjoyed reviewing it! Karen